

FIG. 1

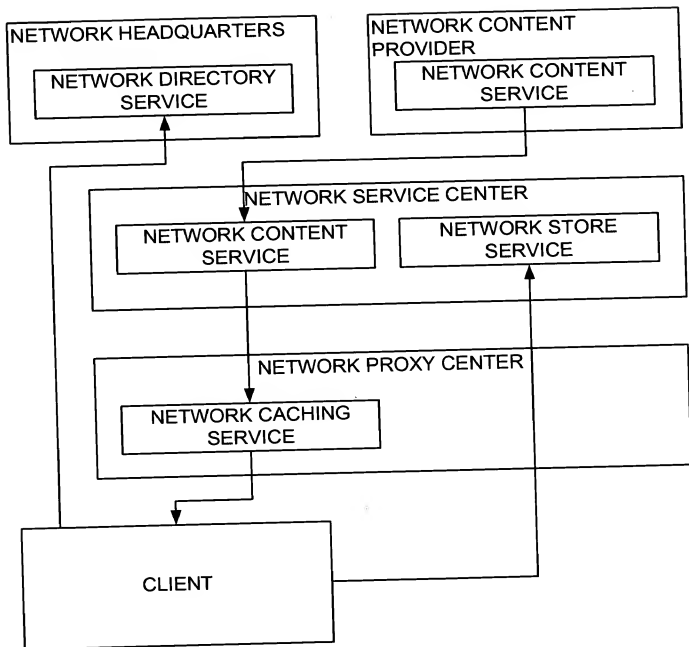


FIG. 2

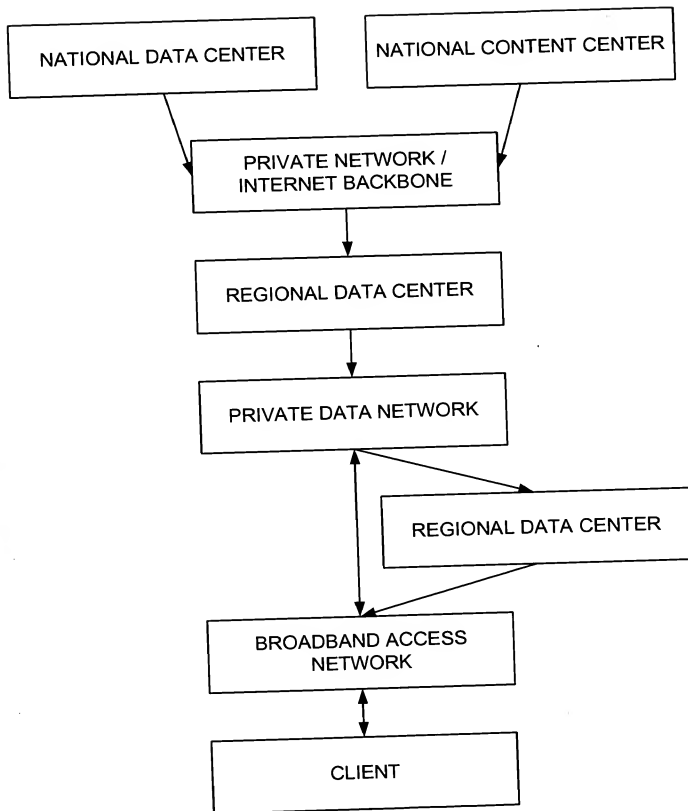


FIG. 3

FIG. 4 is a block diagram of a network architecture for a client. The architecture is organized into several functional blocks and their interconnections:

- Network Headquarters (NDC):** This block contains:
 - Roaming** and **MatchMaker** (connected to **License Management**).
 - Network Management** (connected to **System Management** and **License Billing**).
 - License Management** and **License Billing** are interconnected.
- Network Content Provider:** This block contains:
 - O/S Update Content Service** and **Application Content Service**.
- Network (RDC) Service Center:** This central block contains:
 - O/S Update Content Service** and **Application Content Service** (receiving input from the Network Content Provider).
 - File Distribution** and **Remote Filestore Service** (receiving input from the O/S and Application Content Services).
 - ZAW Profile updates** (connected to **Account Management**).
 - Account Management** (connected to **Network Management**, **Service Management**, **Backup Recovery**, **Customer Care**, **Network Billing**, and **Archiver**).
 - Headwaller** (connected to **Account Management** and **Archiver**).
 - Archiver** (connected to **On-line Store** and **Off-line Store**).
- Broadband Access Provider:** This block contains:
 - Network Management** (connected to **Local NetShow**, **Local Content**, **Web Cache**, **DNS Cache**, and **DHCP**).
 - Local NetShow**, **Local Content**, **Web Cache**, and **DNS Cache** are grouped under **Internet Services**.
- Client:** This block contains:
 - Browser** and **Network Boot** (connected to the Broadband Access Provider).
 - O/S Environment** (containing **My Documents**, **Lockdown Profile**, and **Content Installer**).
- Other Services:**
 - Caching Service** and **Installer** (connected to **File Distribution**).
 - Network/Proxy Center (PDC or RDC)** (connected to **Remote Filestore Service**).

The diagram illustrates the flow of data and services between these components, showing a complex network architecture for a client environment.

FIG. 4

FIG. 6

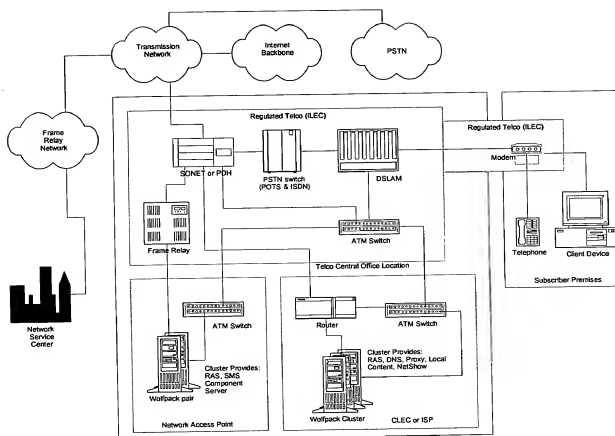


FIG. 6

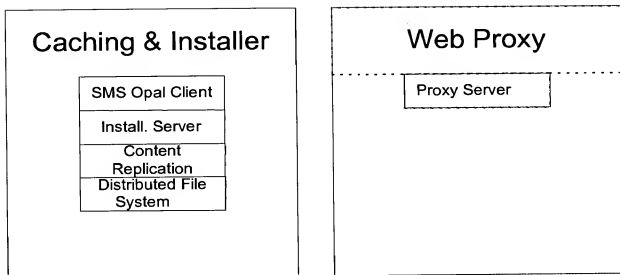


FIG. 7

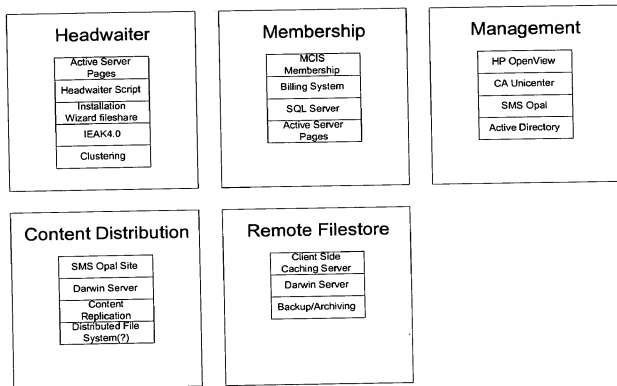


FIG. 8

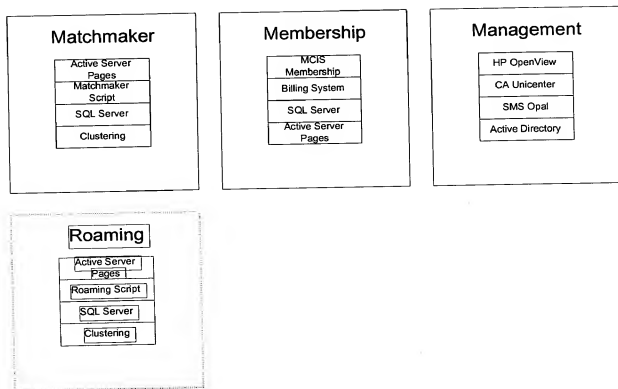


FIG. 9

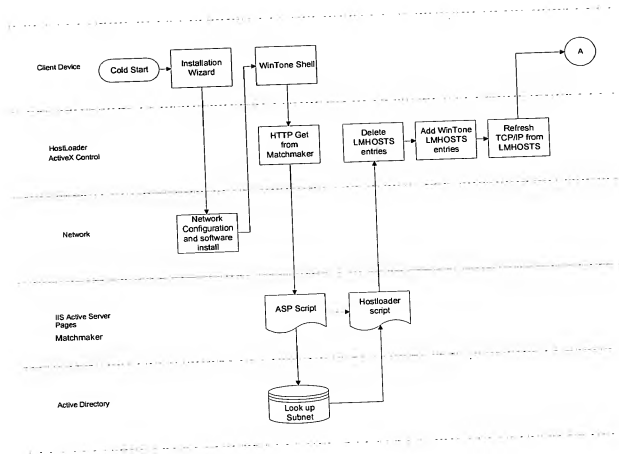


FIG. 10

FIG. 11 is a flowchart illustrating a process for managing network client accounts. The process begins at point A on the Client Device, leading to a 'Warm Start' step. From 'Warm Start', the process branches into two paths. One path leads to a 'WinTone Shell' step, which then triggers an 'HTTP Get from Headwaiter' step. The other path leads to a 'Check for changed IP subnet' step. The 'Check for changed IP subnet' step has a feedback loop: if the IP subnet has changed, it leads back to the 'WinTone Shell' step; otherwise, it proceeds to the 'ASP Script' step. The 'HTTP Get from Headwaiter' step also leads to the 'ASP Script' step. The 'ASP Script' step interacts with the 'Active Directory' to 'Look up Client Account'. This lookup informs the 'Hostloader script', which then triggers a series of steps: 'Delete LMHOSTS entries', 'Add WinTone LMHOSTS entries', and 'Refresh TCP/IP from LMHOSTS'. The 'Hostloader script' also contains 'Server/Server translations for Network client'. The process concludes at point B.

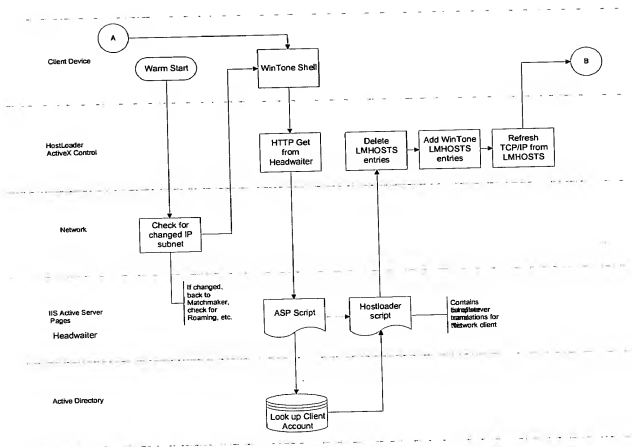


FIG. 11

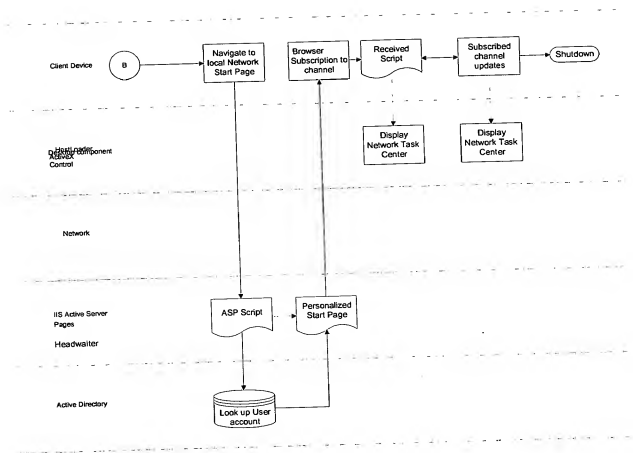


FIG. 12

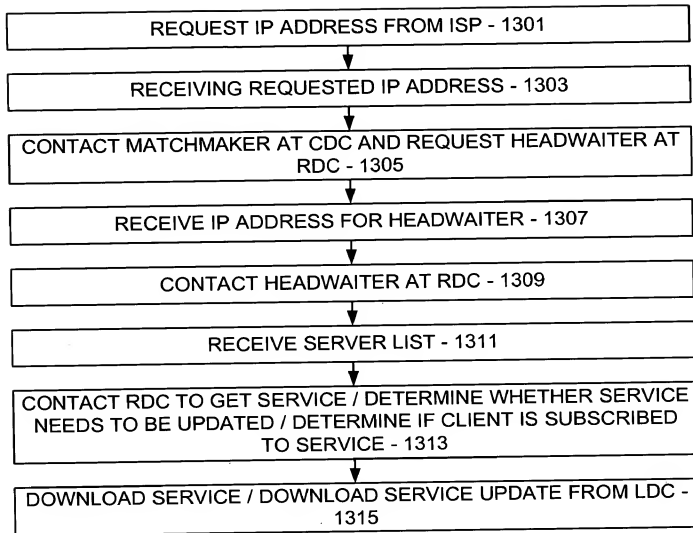


FIG. 13

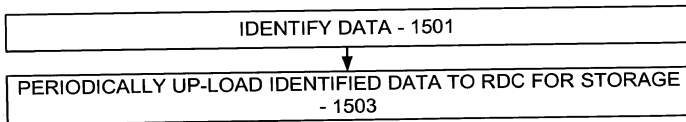


FIG. 15

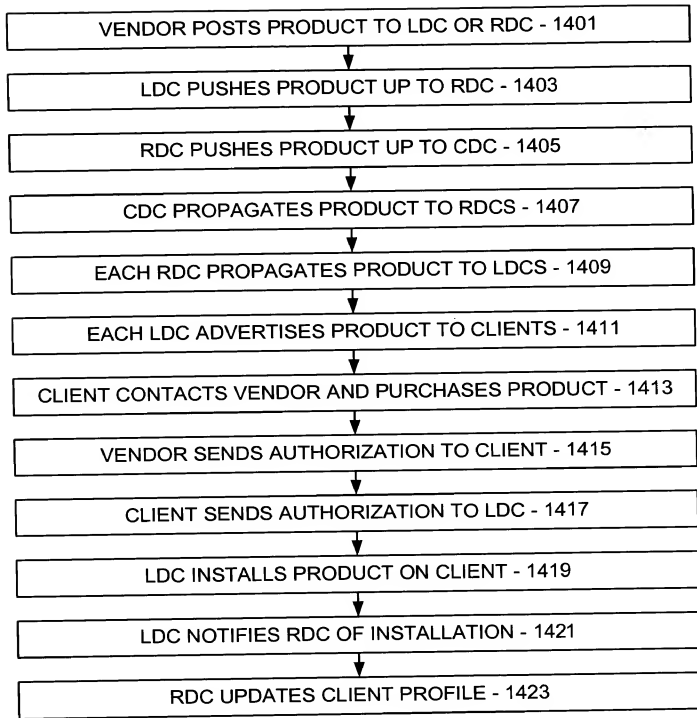


FIG. 14

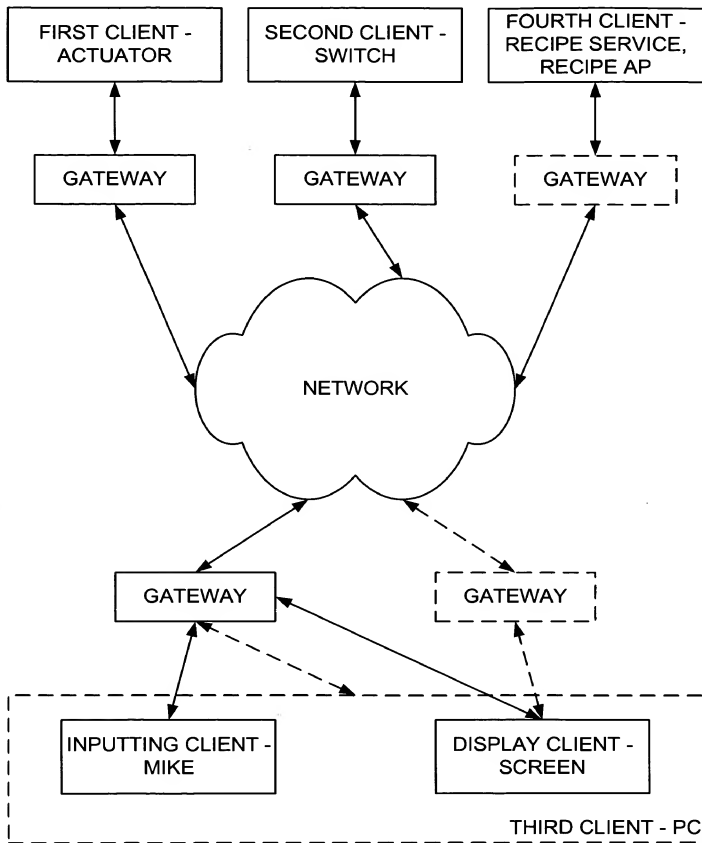


FIG. 16

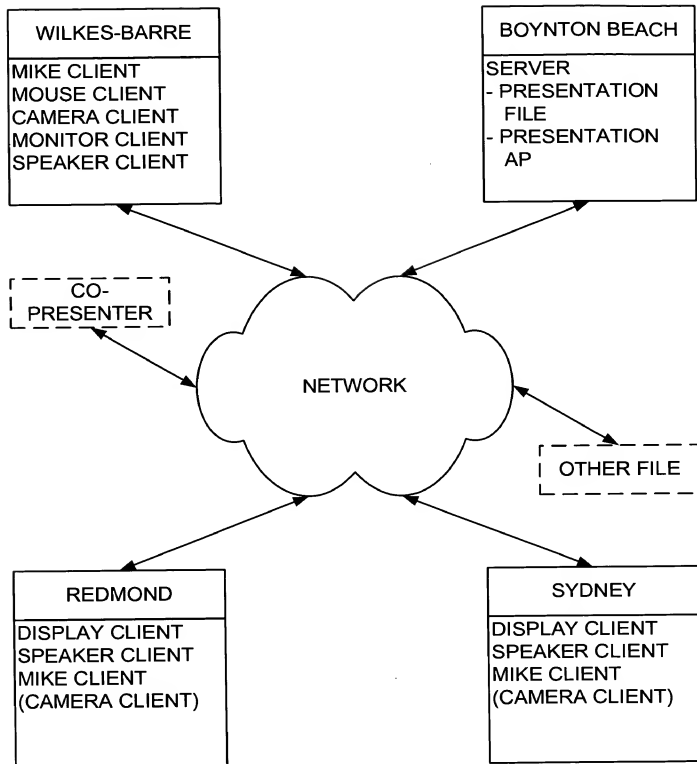


FIG. 17

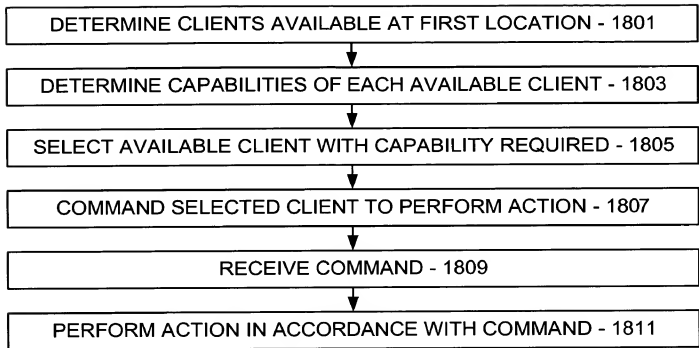


FIG. 18